

**WHAT IS CLAIMED IS:**

1. A game apparatus displaying a battle scene in which characters in a game world fight with each other, comprising:
  - first storage locations for storing a parameter for each character appearing in said game world;
  - second storage locations for storing an operation timing pattern indicative of player timings to be operated in association with each character;
  - an instruction image changing mechanism for displaying, when the battle scene is displayed, an instruction image and changing a displaying manner of said instruction image on the basis of the operation timing pattern associated with the character appearing in said battle scene stored in said second storage locations;
  - an operation detecting mechanism for detecting an operation by said player input in response to a change of said instruction image;
  - a changing value calculating mechanism for calculating a changing value for changing the parameter of the character depending upon a degree of coincidence between the operation timing of said player at a time of being detected by said operation detecting mechanism and the timing of the operation timing pattern; and
  - a parameter updating mechanism for updating the parameter of the character appearing in said battle scene on the basis of the changing value calculated by said changing value calculating mechanism.
2. A game apparatus according to claim 1, wherein
  - said second storage locations store for each character the operation timing patterns having different difficulty levels of an operation for said player, and
  - said instruction image changing mechanism changes the displaying manner of said instruction image on the basis of the operation timing pattern associated with any one

of an offensive character and a defensive character.

3. A game apparatus according to claim 1, wherein

the parameter includes a physical strength parameter on which a battle continuing ability of the character depends, and

5 said parameter updating mechanism reduces the physical strength parameter of a defensive character such that the defensive character appearing in said battle scene is damaged on the basis of the changing value calculated by said changing value calculating mechanism.

4. A game apparatus according to claim 1, wherein

10 said instruction image changing mechanism changes the displaying manner by displaying said instruction image in one of a rhythmic manner, an enlarged/reduced manner, and a displayed/non-displayed manner on the basis of the operation timing pattern associated with the character appearing in said battle scene.

5. A game apparatus according to claim 1, wherein

15 said instruction image changing mechanism changes at least one of a color and a shape of said instruction image at the timing that has to be operated by said player on the basis of the operation timing pattern.

6. A game apparatus according to claim 1, further comprising

a music reproducing mechanism for reproducing music data for playing a BGM in

20 said battle scene, wherein

said second storage locations store the music data which is utilized as the operation timing pattern and is constituted of a plurality of kinds of parts each being a reproduction object by said music reproducing mechanism, and

said instruction image changing mechanism changes the displaying manner of

25 said instruction image on the basis of any one of the parts constituting the music data

when said BGM is being played by said music reproducing mechanism.

7. A game apparatus according to claim 1, wherein

the parameter includes an ability parameter on which a superiority of a fighting capability of the character depends, and

5       said parameter updating mechanism updates the ability parameter of the character to be operated by said player on the basis of the changing value calculated by said changing value calculating mechanism when the battle is ended.

8. A game apparatus according to claim 1, wherein

10      said changing value calculating mechanism calculates the changing value so as to significantly change the parameter of the character as a degree of coincidence between the operation timing of said player at a time of being detected by said operation detecting mechanism and the timing of the operation timing pattern corresponding to said timing is higher.

9. A game apparatus according to claim 1, wherein

15      said operation timing pattern is constructed so as to be successively operated at a plurality of timing patterns by said player, and

20      said changing value calculating mechanism calculates, every time that the operation by said player is detected by said operation detecting mechanism, the changing value depending upon a degree of coincidence between the operation timing by said player at that time and the timing of the operation timing pattern corresponding to said time.

10. A game apparatus according to claim 9, wherein

25      said changing value calculating mechanism calculates the changing value so as to be gradually increased when the degree of coincidence between the operation timing of said player detected by said operation detecting mechanism and the timing of the

operation timing pattern is successively high.

11. A game apparatus according to claim 9, wherein  
said battle scene is for fighting the characters with each other by alternately  
repeating an offensive turn and a defensive turn, further comprising  
5 a turn changing mechanism for allowing successive operations by said player until  
the degree of coincidence does not become lower than a predetermined value and making  
a change between said offensive turn and said defensive turn at a time that the degree of  
coincidence becomes lower than the predetermined value.

12. A game apparatus according to claim 1, further comprising  
10 third storage locations for storing the number of operable times information  
indicative of the number of operable times by said player;  
a number of times reducing mechanism for reducing the number of operable times  
depending upon an operation of said player; and  
an operation ending mechanism for ending the operation by said player when the  
15 number of operable times becomes 0.

13. A game apparatus according to claim 12, further comprising  
a number of times increasing mechanism for increasing the number of operable  
times when the degree of coincidence between the operation timing of said player and the  
timing of the operation timing pattern is successively higher.

20 14. A memory medium encoded with a game program for execution by a  
computer of a game apparatus in order to display a battle scene in which characters in a  
game world fight with each other, said computer when executing said game program  
including:

first storage locations for storing a parameter for each character appearing in said  
25 game world;

second storage locations for storing an operation timing pattern indicative of a player's timing patterns to be operated in association with each character;

an instruction image changing mechanism for displaying, when the battle scene is displayed, an instruction image and changing a displaying manner of said instruction image on the basis of the operation timing pattern associated with the character appearing in said battle scene stored in said second storage locations;

5 an operation detecting mechanism for detecting an operation by said player input in response to a change of said instruction image;

a changing value calculating mechanism for calculating a changing value for 10 changing the parameter of the character depending upon a degree of coincidence between the operation timing of said player at a time of being detected by said operation detecting mechanism and the timing of the operation timing pattern; and

15 a parameter updating mechanism for updating the parameter of the character being appearing in said battle scene on the basis of the changing value calculated by said changing value calculating mechanism.

15. A memory medium encoded with a game program according to claim 14, wherein

20 said computer functions such that said second storage locations store for each character the operation timing patterns having different difficulty levels of the operation for said player, and said instruction image changing mechanism changes the displaying manner of said instruction image on the basis of the operation timing pattern associated with any one of an offensive character and a defensive character.

16. A memory medium encoded with a game program according to claim 14, wherein

25 the parameter includes a physical strength parameter on which a battle continuing

ability of the character depends, and

    said computer functions such that said parameter updating mechanism reduces the physical strength parameter of a defensive character such that the defensive character being appearing in said battle scene is damaged on the basis of the changing value calculated by said changing value calculating mechanism.

5       17. A memory medium encoded with a game program according to claim 14, wherein

    said computer functions such that said instruction image changing mechanism changes the displaying manner by displaying said instruction image in a rhythmic manner, an enlarged/reduced manner, or a displayed/non-displayed manner on the basis 10 of the operation timing pattern associated with the character appearing in said battle scene.

10      18. A memory medium encoded with a game program according to claim 14, wherein

15       said computer functions such that said instruction image changing mechanism changes at least one of a color and a shape of said instruction image at the timing that has to be operated by said player on the basis of the operation timing pattern.

19. A memory medium encoded with a game program according to claim 14, wherein

20       said game apparatus further comprising a music reproducing mechanism for reproducing music data for playing a BGM in said battle scene, and

    said computer functions such that said second storage locations store the music data which is utilized as the operation timing pattern and is constituted of a plurality of kinds of parts each being a reproduction object by said music reproducing mechanism,

25       and

said instruction image changing mechanism changes the displaying manner of said instruction image on the basis of any one of the parts constituting said music data when said BGM is played by said music reproducing mechanism.

20. A memory medium encoded with a game program according to claim 14,

5 wherein

the parameter includes an ability parameter on which a superiority of a fighting capability of the character depends, and

said computer functions such that said parameter updating mechanism updates the ability parameter of the character to be operated by said player on the basis of the 10 changing value calculated by said changing value calculating mechanism when the battle is ended.

21. A memory medium encoded with a game program according to claim 14,

wherein

said computer functions such that said changing value calculating mechanism calculates the changing value so as to significantly change the parameter of the character 15 as a degree of coincidence between the operation timing of said player at a time of being detected by said operation detecting mechanism and the timing of the operation timing pattern corresponding to said timing is higher.

22. A memory medium encoded with a game program according to claim 14,

20 wherein

said operation timing pattern is constructed so as to be successively operated at a plurality of timing patterns by said player, and

said computer functions such that said changing value calculating mechanism calculates, every time that the operation by said player is detected by said operation 25 detecting mechanism, the changing value depending upon a degree of coincidence

between the operation timing by said player at that time and the timing of the operation timing pattern corresponding to said time.

23. A memory medium encoded with a game program according to claim 22,  
wherein

5       said computer functions such that said changing value calculating mechanism calculates the changing value so as to be gradually increased when the degree of coincidence between the operation timing detected by said operation detecting mechanism and the timing of the operation timing pattern is successively high.

24. A memory medium encoded with a game program according to claim 22,  
10      wherein

      a battle scene is for fighting the characters with each other by alternately repeating an offensive turn and a defensive turn, and

      said computer further functions such that a turn changing mechanism for allowing successive operations by said player until the degree of coincidence does not become 15 lower than a predetermined value and making a change between said offensive turn and said defensive turn at a time that the degree of coincidence becomes lower than the predetermined value.,

25. A game method of a game apparatus which displays a battle scene in which characters in a game world fight with each other and has first storage locations for storing a parameter for each character appearing in said game world and second storage locations for storing an operation timing pattern showing player timing patterns to be operated in associated with each character, comprising the steps of:

      (a) displaying, when the battle scene is displayed, an instruction image and changing a displaying manner of said instruction image on the basis of the operation 25 timing pattern associated with the character appearing in said battle scene stored in said

second storage locations;

(b) detecting an operation by said player input in response to a change of said instruction image;

5 (c) calculating a changing value for changing the parameter of the character depending upon a degree of coincidence between the operation timing of said player at a time of being detected in step (b) and the timing of the operation timing pattern; and

(d) updating the parameter of the character appearing in said battle scene on the basis of the changing value calculated in said step (c).

26. A game method according to claim 25, wherein

10 said second storage locations store for each character the operation timing patterns having different difficulty levels of the operation for said player, and

said step (a) changes the displaying manner of said instruction image on the basis of the operation timing pattern related with any one of an offensive character and a defensive character.

15 27. A game method according to claim 25, wherein

the parameter includes a physical strength parameter on which a battle continuing ability of the character depends, and

said step (d) reduces the physical strength parameter of a defensive character such that said defensive character appearing in said battle scene is damaged on the basis 20 of the changing value calculated in said step (c).

28. A game method according to claim 25, wherein

said step (a) changes the displaying manner by displaying said instruction image in a rhythmic manner, an enlarged/reduced manner, or a displayed/non-displayed manner on the basis of the operation timing pattern associated with the character appearing in said 25 battle scene.

29. A game method according to claim 25, wherein  
said step (a) changes at least one of a color and a shape of said instruction image at  
the timing that has to be operated by said player on the basis of the operation timing  
pattern.

5           30. A game method according to claim 25, wherein  
              said game apparatus further comprising a music reproducing mechanism for  
              reproducing music data for playing a BGM in said battle scene,  
              said second storage locations store the music data which is utilized as the  
              operation timing pattern and is constituted of a plurality of kinds of parts each being a  
10          reproduction object by said music reproducing mechanism, and  
              said step (a) changes the displaying manner of said instruction image on the basis  
              of any one of the parts constituting said music data when said BGM is played by said  
              music reproducing mechanism.

15          31. A game method according to claim 25, wherein  
              the parameter includes an ability parameter on which a superiority of a fighting  
              capability of the character depends, and  
              said step (d) updates the ability parameter of the character to be operated by said  
              player on the basis of the changing value calculated in said step (c) when the battle is  
              ended.

20          32. A game method according to claim 25, wherein  
              said step (c) calculates the changing value so as to largely change the parameter of  
              the character as a degree of coincidence between the operation timing of said player at a  
              time of being detected in said step (b) and the timing of the operation timing pattern  
              corresponding to said timing is higher.

25          33. A game method according to claim 25, wherein

said operation timing pattern is constructed so as to be successively operated at a plurality of timings by said player, and

5       said step (c) calculates, every time that an operation by said player is detected in said step (b), the changing value depending upon a degree of coincidence between the operation timing by said player at that time and the timing of the operation timing pattern corresponding to said time.

34. A game method according to claim 33, wherein

      said step (c) calculates the changing value so as to be gradually increased when the degree of coincidence between the operation timing detected in said step (b) and the timing of the operation timing pattern is successively high.

10      35. A game method according to claim 33, wherein

      said battle scene is for fighting the characters with each other by alternately repeating an offensive turn and a defensive turn, further comprising

15      (e) allowing successive operations by said player until the degree of coincidence does not become lower than a predetermined value and making a change between said offensive turn and said defensive turn at a time that the degree of coincidence becomes lower than the predetermined value.

36. A game apparatus displaying a battle scene in which characters in a game world fight with each other, comprising:

20      first storage locations for storing a parameter for each character appearing in said game world;

      second storage locations for storing in association with said each character background music that renders an operation timing pattern presenting to a player timing patterns to be operated in a rhythm pattern;

25      a BGM reproducing mechanism for reproducing background music associated

with the character appearing in said battle scene stored in said second storage locations;

an operation detecting mechanism for detecting an operation by said player input after the background music starts to be reproduced;

a changing value calculating mechanism for calculating a changing value for

5 changing the parameter of the character depending upon a degree of coincidence between the operation timing of said player at a time of being detected by said operation detecting mechanism and the timing of the rhythm pattern of said background music corresponding to that time; and

a parameter updating mechanism for updating the parameter of the character

10 appearing in said battle scene on the basis of the changing value calculated by said changing value calculating mechanism.

37. A game apparatus according to claim 36, wherein

said changing value calculating mechanism calculates the changing value so as to be gradually increased when the degree of coincidence between the operation timing of said

15 player detected by said operation detecting mechanism and the timing of the rhythm pattern is successively high.